

Weekly report

1 Done.

1.1 Graph privacy

- Coding: connecting to backend to test real data.
- Discussing with Jia-Kai:
 - Applications: existed algorithms; user analysis, like social data from NetEase Game.
 - Generalizing attacks: which attacks can we defend by our system.
 - Visual design: provide more information in the right view.
 - Degree mapping: linear or non-linear mapping is not appropriate.

1.2 RelationLine

Discussing with Jing Xia and Prof. Chen about how to improve the paper.

- Introduction: explain the necessity of detect-and-filter scheme. (Done)
- Framework: task -> detect-and-filter scheme -> subtask; data -> data processing -> matching approach -> visual design. (Done)
- System: improve design; add interaction to define matching level for each constraint.
- Evaluation: case studies need more details; add user reviews.

1.3 Bitcoin

Reading paper about price change and user portrait.

1.4 Idea

Based on active learning, I think we can do a lot of things.

Especially for time-varying data, the developments create interesting stories. However, about dynamic graph, finding unknown topology is too difficult. How about we extract some attributes from graph data? Like how many community, are they just show up, grow up or disappear? Other time series data can be studied in the same way.

2 Progress

Item	Deadline	Current progress	Remark
Geo-privacy		User study.	-
Graph privacy	January	Programming.	-
GAMES Webinar	11.23	Ready to present.	-
RelationLine	12.14	To-do list.	
Bitcoin	-	Finding tasks.	-